





Created: 1 day, 0 hours after earthquake

PAGER

Version 4

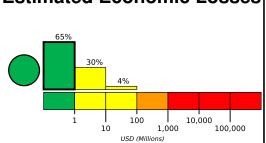
M 6.0, 182 km SW of Nabire, Indonesia

Origin Time: 2021-11-10 17:46:40 UTC (Thu 02:46:40 local) Location: 4.3528° S 134.1848° E Depth: 10.0 km

Estimated Fatalities 10,000 1,000

and economic losses. There is a low likelihood of casualties and damage.

Green alert for shaking-related fatalities Estimated Economic Losses



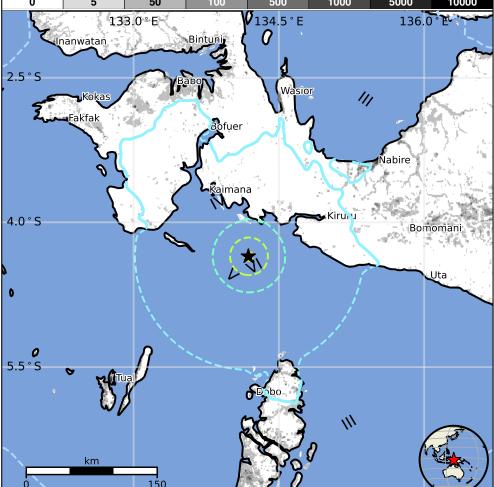
Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	832k*	134k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan



PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

Structures

Overall, the population in this region resides in structures that are vulnerable to earthquake shaking, though resistant structures exist. The predominant vulnerable building types are unreinforced brick with concrete floor and precast concrete frame with wall construction.

Historical Earthquakes

		•			
Date		Mag.	Max	Shaking	
(UTC)	(km)		MMI(#)	Deaths	
2004-12-01	173	5.5	VI(8k)	1	
1985-09-15	234	6.3	VIII(2k)	10	
2004-02-05	173	7.0	VIII(33k)	37	

Recent earthquakes in this area have caused secondary hazards such as landslides, fires and liquefaction that might have contributed to losses.

Selected City Exposure

from Ge	eoNames.org	
MMI	City	Population
IV	Kaimana	<1k
IV	Bofuer	<1k
IV	Kwantisore	<1k
IV	Kiruru	<1k
IV	Nabire	44k
Ш	Uta	<1k
Ш	Babo	<1k
Ш	Wasior	<1k
Ш	Rasiei	<1k
Ш	Dobo	<1k
Ш	Tual	40k

bold cities appear on map.

(k = x1000)